

The Story So Far:

Whatever it was that attacked *The Mighty Honker* as Sue flew through the Kingsport mists, it wasn't something likely to have an entry in the Spotter's Guide to American Birds. The horned, bat-like creature must have been ten feet from snout to tail, with a wingspan of triple that, but it somehow moved more like it belonged in the deep sea than in the skies. Sue was too busy wrestling with the controls to get a good look at it, but the monster's talons tore up the flaps pretty good, and a few blows from its leathery wings put the landing gear well and truly out of action.

There was no sign of the creature when the *Honker* finally made an extremely rough belly-landing in the field behind an abandoned farm, but Sue wasn't about to let the creature get away. That plane had been her best friend for six years, and she was damned if this undignified landing was going to go unanswered. Whatever the hell the flying beast was, it would pay for its act of vandalism.

Sue unpacked the survival kit from the mangled fuselage, tended to her own minor injuries, slung her M1 Garand over her shoulder, and set off along the track. A rotted wooden signpost read 'Arkham, 2 Miles'. Sue had heard of that particular township, and its sinister and eerie reputation suddenly made a lot more sense.

The Story So Far:

When the grains of the desert could still remember the shape of their stones and the dust of the soil could still recall the taste of life, she ruled the kingdom.

No name did she accept, for one of royal ascent never requires a name. She said, and it was done. And if her realm were small, what of it? Her people were happy, their stomachs were full and their children prosperous.

Yet a plague set upon the world, a roiling mass of scarabs and locusts, a cloud of such vast proportions that its immensity threatened to cast the sun from the sky and forever supplant it with the darkness of night.

"What is this pestilence that festers in the lands of Egypt, that sets such envious eyes upon my realm?"

"Your Majesty, the golden scarab has set forth upon the Earth. The Dark Pharaoh walks and the waters of the Nile run red with the blood of innocents."

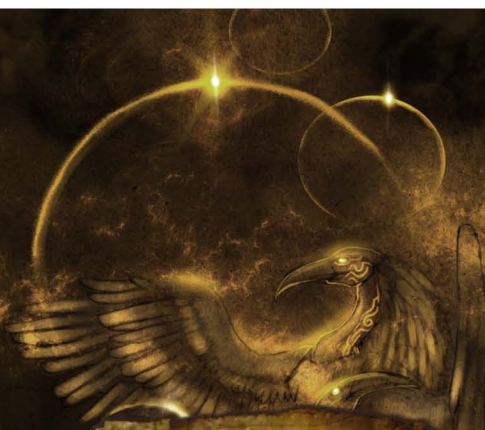
"Then we must oppose him."

"There is but one way, Majesty. No candle can burn without smoke, and yours is a light that shines so brightly that much smoke must follow in its wake. Your life is intimately bound to this plague. So you must bind yourself to the soil and the sand. As the demon ravages the realm, so shall it draw you down, but as your candle grows dim, so shall its power diminish."

"Then so shall it be." She said, and it was done.







Azhu-Thoth

Worshippers

Azhu-Thoth is worshipped by a cabal of insane hermetic wizards. **Cultists** have a Combat rating of -1 and are **Magically Immune**. **Witches**, **Warlocks**, and **Maniacs** have +1 Toughness.

Judge of All Things

While Azhu-Thoth stirs in its slumber, as an additional cost to close or seal a gate, the investigator doing so must be **devoured**.

If Azhu-Thoth awakens, all investigators are **devoured**.

None

Attack

The end has come! Azhu-Thoth unmakes Creation, slaughtering the children of Nut, snuffing the bright imperishable stars and removing every spark of light and shape from all of time and space!



Baneb-Djedet

Special

Worshippers

Baneb-Djedet is the mother of a million mewling spawn, a bottomless well of loathsome fecundity since the creation of the world. Hexagon-symbol monsters in Arkham are **Endless**.

Goat of Mendes

While Baneb-Djedet stirs in its slumber, all monsters have their toughness increased by 1 until taken as trophies.

Final Battle

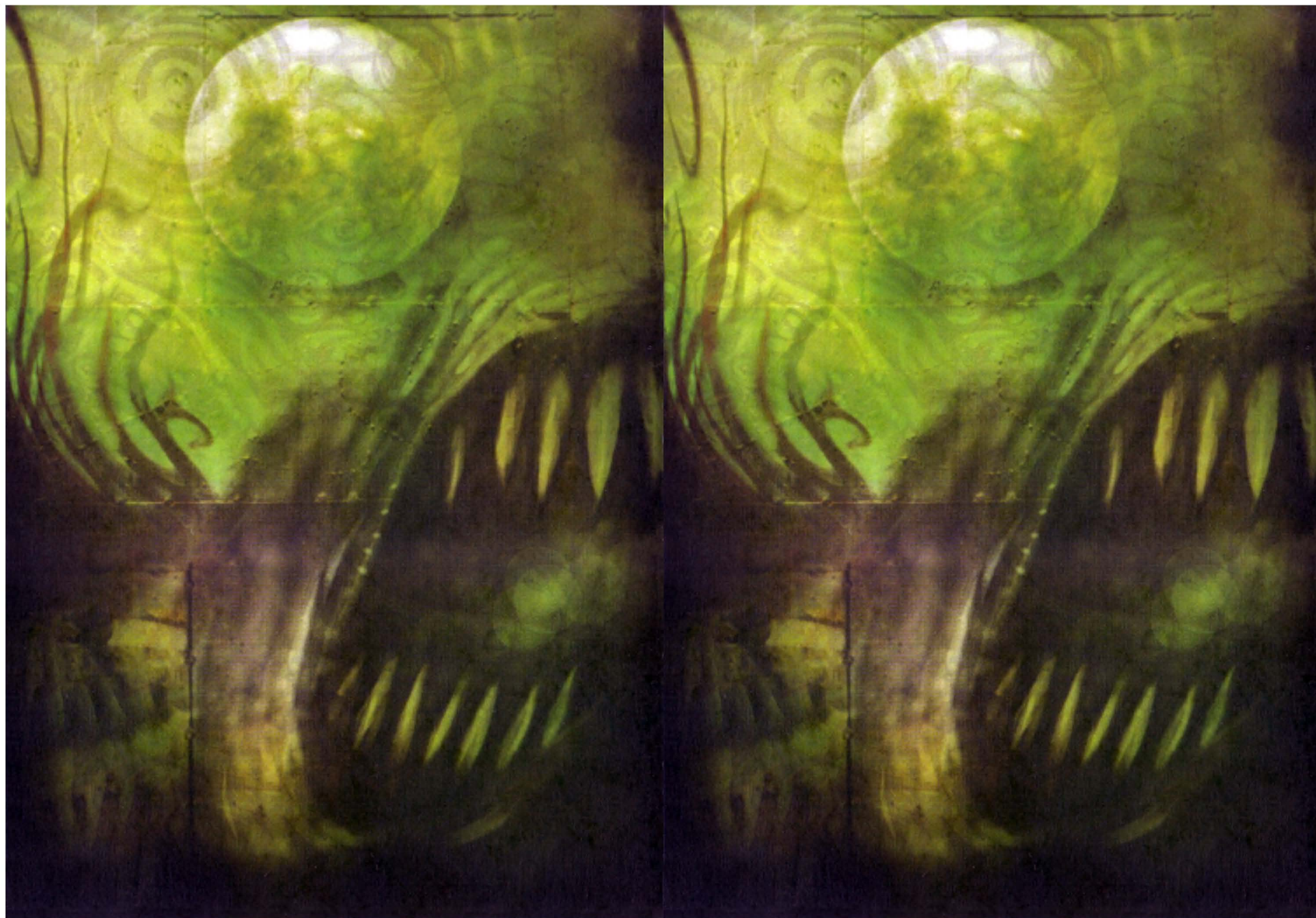
Investigators cannot attack in the normal way. Instead, each investigator may return one monster trophy to the box to inflict X successes on Baneb-Djedet, where X is the monster's Toughness.

None

Attack

Draw one monster per player. The first player assigns one monster to each investigator fights his or her monster. Defeated monsters are kept as trophies unless otherwise specified. All other monsters are returned to the box.







-4

Nephren-Ka

Dark Pharaoh

Every time a Doom token is added, the first player draws two Plague cards, puts one of them into play beside the board, and shuffles the other back into the deck. When a Plague card is removed (see card texts), remove a Doom token from Nephren-Ka.

Physical Resistance
Magical Resistance

Attack

Each investigator must pass a **Sneak (+1) check** or lose two points of Sanity or Stamina. This check's modifier decreases by 1 each turn.

Worshippers

The Dark Pharaoh's resurrection is a chime of horror and chaos, an blasphemous appeal to the dark celebrants of Unreason. Add all **Mask** monsters to the cup at the start of the game.



-4

Nitocris

Mother of Rot

Investigators may draw random Exhibit items instead of random Unique items during game setup.

Final Battle

After the players attack, all Common Items, Unique Items and Spells that were used to provide a bonus to Combat checks that turn are discarded.

Physical Resistance
Magical Resistance

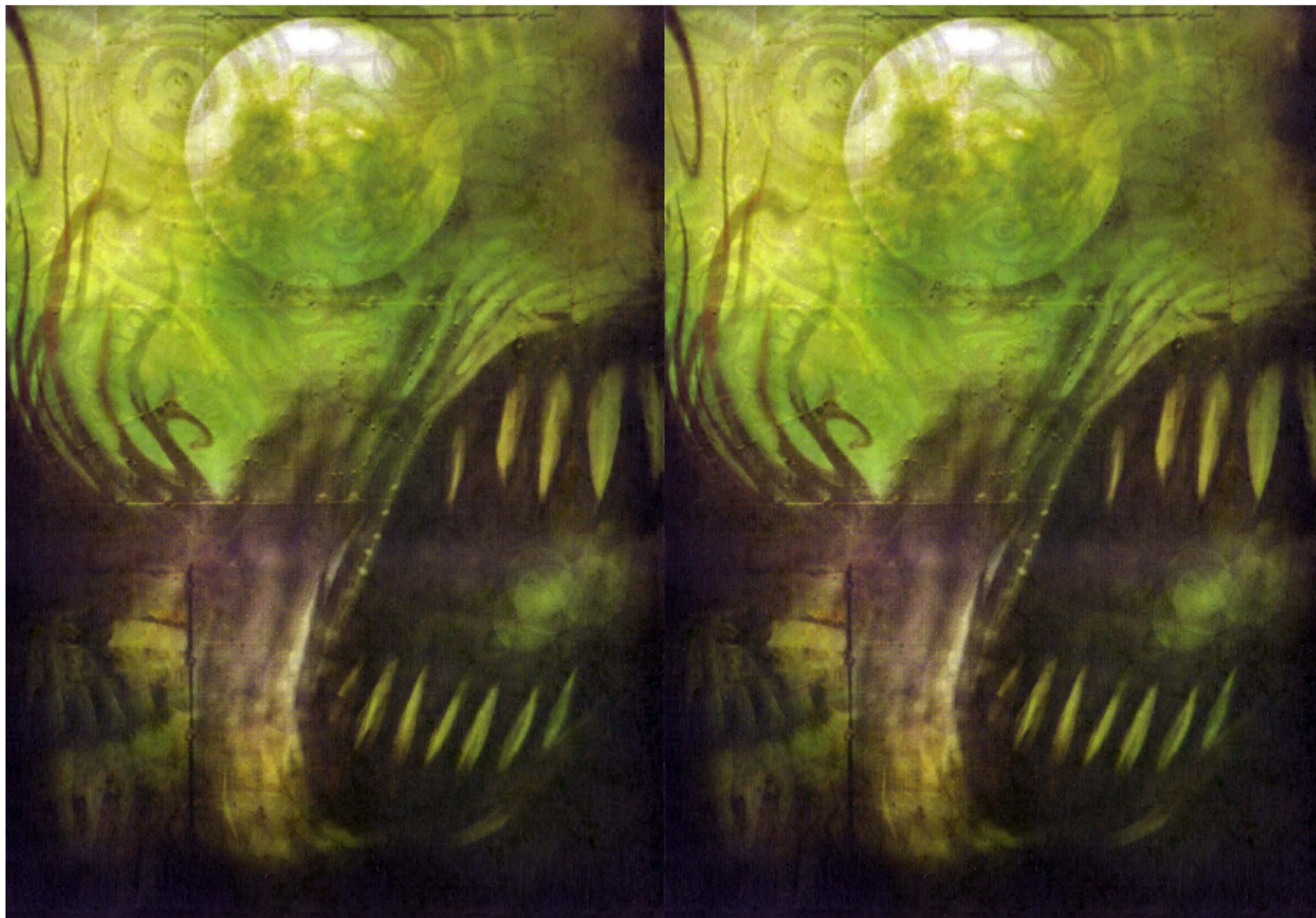
Attack

Each investigator must pass a **Sneak (+1) check** or lose 2 points of Sanity or Stamina, divided as they wish. This check's modifier decreases by 1 each turn.

Worshippers

Nitocris's worshippers are townsfolk who are held in a mesmeric thrall. **Cultists** are **Elusive** and **Endless**. Whenever a **Cultist** is defeated, return a random ally to the box.







-3

Nyarlath-Hotep

Physical Immunity
Magical Immunity

Worshippers

Nyarlath-Hotep is worshipped by blind, voiceless, idiot demons. Put all **Mask** monsters on this card at the start of the game. Whenever a **monster surge** occurs, place a **Mask** monster on the surging gate.

Chaos Resplendent

After an investigator has an Other World encounter, he or she keeps the card as a 'chaos trophy'.

Final Battle

When an investigator attacks Nyarlath-Hotep, he or she may discard a green chaos trophy to ignore the combat modifier, or a blue chaos trophy to ignore Physical or Magical Immunity.

Attack

Each investigator must pass a **Luck (+1) check** or discard a red or yellow chaos trophy. Any investigator with no chaos trophies left is **devoured**. This check's modifier decreases by one each turn.



-4

Ur-Sphinx

Physical Resistance
Magical Resistance

Worshippers

The Ur-Sphinx commands the subterranean carrion-demons of old Egypt, who long to share in its vile resurrection. Place three **Tomb-Things** on this card at the start of the game.

Long-Forgotten

Whenever an Investigator in Arkham goes *insane* or *unconscious*, place a **Tomb-Thing** on the street or location where that Investigator was.

During the **Mythos phase**, if there are no **Tomb-Things** on this card, a **monster surge** occurs.

Start of Battle

The number of successes required to remove a Doom token is set to the number of players or the Terror level, whichever is higher.

Attack

Each investigator must pass a **Lore (+1) check** or lose 2 Sanity. This check's modifier decreases by 1 each turn.



